Nobunaga's Ambition® II

INSTRUCTION MANUAL

Strategy Game Series

NES-NU-USA

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WELCOME...

In NOBUNAGA'S AMBITION II, you embark on an epic quest to unify Japan. As a daimyo (warlord) vying for power and territory, you'll command vast armies of samurai warriors; defend yourself against ninja assassins; lay siege against mighty fortresses; negotiate alliances; and confront your enemies in deadly combat.

But in order to conquer Japan, you must be vigilant with internal affairs as well as war. To keep your vassals content, and thus avoid being overthrown, you'll reclaim farmland, build water works, expand towns and attract merchants. And when disasters such as typhoons, epidemics or famine arise, you'll act fast to rescue your people, or face their rebellion!

NOBUNAGA'S AMBITION II was a tremendous hit in Japan, selling over half a million copies. An expanded and enhanced version of our NOBUNAGA'S AMBITION features over 400 historically-based characters, each with different abilities and traits; a variety of realistic attack strategies such as siege, charge and ambush; the opportunity to outwit your enemies through diplomacy and espionage as well as through battle; and the chance to select worthy successors upon the untimely demise of your daimyo.

NOBUNAGA'S AMBITION II offers you an unforgettable entertainment experience as you become part of the most violent period the Japanese people have ever known. Enjoy and good luck!

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SAFETY TIPS

Before beginning NOBUNAGA'S AMBITION II, please read the following:

1) Always turn the power off before inserting or removing the GAME PAK from your NES.
2) Do not store game in extreme temparatures. Never hit or drop it.
3) Avoid touching the terminal connectors.
4) Never attempt to take your GAME PAK apart.
5) Use of clearing agents can damage the GAME PAK.

I. NOBUNAGA'S AMBITION II...

This section tells the story of NOBUNAGA'S AMBITION II and explains how to use the controllers during play.

■SETTING THE SCENE...

Welcome to 16th Century Japan! The nation has lacked a central government since imperial authority was discredited several centuries before. You become one of the wily daimyos (warlords) striving to expand your land and power. You attempt to enrich your empire, broaden your influence through war and diplomacy, and eventually gain control of the Kanto Plain (central Japan). This Warring States Period was the most violent time in Japanese history, so your road to power will not be smooth. Your samurai or peasants may rise against you. Epidemics, typhoons or other disasters may beset you. And other daimyos will freely plot against you. Your long-cherished wish is to overcome all obstacles and unify Japan.

■THE SCENARIOS

You can play one of two scenarios.

Scenario 1: WARLORD RIVALRY
(starts March, 1560)

Skillful daimyos (warlords) appear throughout the country and carve Japan into many private kingdoms. This is the heyday of such charismatic leaders as Takeda Shingen, Uesugi Kenshin, Hojo Ujiyasu and Mori Motonari. (All names appear in Japanese order: family name first, given name second.) Although the great warrior Oda Nobunaga has finally unified the region of Owari, he is far

from controlling the rest of Japan.

Scenario 2: NOBUNAGA'S AMBITION (starts March, 1582)

Nobunaga has already seized the middle of Japan, and is steadily expanding his influence over the rest of the country. However, strong champions to the east and west are looming on Nobunaga's borders. Nobunaga's success depends on how cleverly he uses his armies. And if you choose to play a daimyo other than Nobunaga, his power works against you.

■HOW TO PLAY

Regular commands such as domestic affairs or diplomacy are carried out from the MAIN display. When war breaks out, the screen switches to the HEX display.

a.)MAIN Display

The MAIN display contains the regular commands and your home fief's data. Every month you get the chance to execute commands involving domestic affairs, diplomacy or war. In deciding your daimyo's commands, you must balance the tasks of serving your present fiefs and conquering new territories.

If you control more than one fief, you will have the opportunity to issue commands to each fief separately. The number of commands you can issue during a turn is not set -- as long as your samurai have enough Body Points, they can carry out any number of commands. To end your turn, choose <REST>.

b.) Map Screen

The map screen displays a map of the 38 fiefs or provinces in feudal Japan. To switch from the MAIN display to the map, press the B button. The controlling daimyo's coat-of-arms appears next to each fief number. If a fief conquers another fief, the losing daimyo's emblem will change to that of the winning

daimyo. You can see each daimyo and his coat-of-arms with the Command <VIEW> Option <Friends>.

c.) HEX Display

If you invade or are invaded by another fief, the HEX display will appear, and war will begin. The HEX display also appears if you have chosen to view other fiefs' wars. (You can view other fiefs' wars by answering "Yes" to the question "View other fiefs' wars?" during scenario setup or by using Command <OTHER> Option <Hex>.) HEX war begins in field warfare, but you can switch to siege warfare as long as your army commander is in the castle. Time passes differently between field and siege warfare. In field warfare, you can issue commands in the morning, afternoon and evening, but in siege warfare you can issue only one command per unit per day.

■GAME VICTORY OR DEFEAT

Play continues until someone wins by conquering all of Japan or until all players have lost.

a.) Winning

In scenarios 1 and 2, when you have conquered all 38 fiefs and unified the country, you win.

b.) Losing

Your daimyo may die before he has carried out his goals. But as long as he still has territory and samurai, you can choose a successor from among the daimyo's followers and continue play.

But if you have no samurai, you must forfeit your land and lose the game. Also, you may choose a successor only twice. When the second successor (third person to be daimyo) dies, you lose.

■HOW TO USE THE CONTROLLER

You can use either controller to play

NOBUNAGA'S AMBITION II Even if playing with more than two players, any player can use either controller.

a.) Choosing a Fief

You must often choose a fief of which to spy or to move supplies. At these times, the map screen appears and displays the daimyo's crests in the fiefs available to choose. Use the + button to move the onscreen arrow to the fief you want, then press the A button to enter your choice. Press the B button to cancel.

b.) Selecting a Command

Use the + button to move the triangular cursor to the command you want, then press the A button to enter your choice. If there are more sub-commands under the main command, use the + button and the A button to enter your choice. If you press the B button to cancel, the computer will return to the MAIN display.

c.) Choosing a Samurai

Most commands require that you appoint a samurai to carry out your bidding. A list of your fief's samurai will appear onscreen. Use the + button to move the triangular cursor to the samurai you choose, then press the A button to enter your choice. Press the B button to cancel the entire command.

The process for choosing multiple samurai (for instance, to train or move) is the same. In this case, your chosen samurai's names turn blue. Press the B button to end multiple samurai selection. Once you've selected a samurai, you can cancel him by choosing him again. His name will return to the original color and be deleted from the group of selected samurai.

Samurai whose names appear in red do not have enough body points to execute the command in question and cannot be

the command in question and cannot be selected.

*** If your fief has more than 10 samurai**

The samurai selection list can display only 10 samurai names at a time. If there are more than 10 samurai in your fief, the following two choices will appear when you press the B button: "Change" or "Cancel." To select "Change," press the A button. The screen will change and the remaining samurai will appear. To select "Cancel," press the B button. The entire command will be canceled.

When choosing multiple samurai, the following three choices will appear when you press the B button: "Final," "Change," and "Cancel." In this case, press the A button to select "Final."

d.) Yes or No Questions

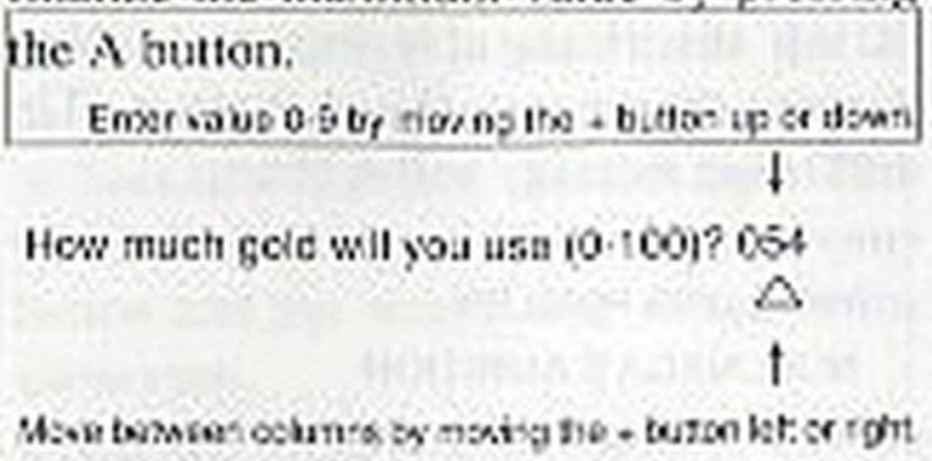
Before the computer executes a command, it will ask, "Is this all right (Y/N)?" To answer "Y" yes, press the + button to the left ←. To answer "N" no, press the + button to the right →.

e.) Entering Numerical Values

Many commands require that you enter a numerical amount of gold or soldiers. At first, 00 or 000 will appear in the spot where you are to enter your number. The zeros represent the ones, tens and hundreds columns. Select a column by pressing the + button to the left or right; change numerical values by pressing the + button up or down.

For example, if 000 is displayed on screen, enter the number 54 by leaving the left-most column untouched, entering a 5 in the middle column, and entering a 4 in the right-most column. To finalize an entry, press the A button. Pressing the B button will cancel the entire command. If you press the left part of the + button, the maximum allowable value will

appear (pressing it again will make the digits return to 00 or 000). Again, finalize the maximum value by pressing the A button.


Enter value 0-9 by moving the + button up or down
How much gold will you use (0-100)? 054
Move between columns by moving the + button left or right

f). HEX War Move and Attack: Which Direction?

Move the arrow to the appropriate direction using the + button, then execute an attack or move in that direction by pressing the A button.

* Pressing the + button up or down makes the arrow move up or down.

** Pressing the + button to the right makes the arrow point right & up, but if you hold down the right portion, the arrow will alternately change from right & up to right & down and back again. If the arrow is already facing down, pressing the + button to the right will make the arrow point right & down. In this case, pressing the + button to the left will make the arrow point left & down.

*** After you move one HEX space, the arrow remains facing the same direction. To move again in the same direction, press the A button again. To move in a different direction, use the + button to move the arrow to the desired direction, then press the A button.

II. SCENARIO SETUP...

This section explains how to begin and end the game.

■STARTING THE GAME

While the machine is turned off, insert the game cartridge, then turn on the power.

The game begins with an opening animation sequence. After the opening (or during it, if you wish), proceed to the game by pressing the start button). The following messages appear:

> New Game
> Saved Game
> Load Which?

■STARTING A NEW GAME

The following section explains pre-game scenario setup.

a.) Choosing a Scenario

Bring the triangular cursor to New Game, then press the A button. The following message will appear:

> WARLORD RIVALRY
> NOBUNAGA'S AMBITION
> Which scenario?

Choose a scenario. Both scenarios are described in section I, "Setting the Scene".

b.) How Many Players?

> How many players?
> 0 1 2 3 4

Select the number of players you want, up to 4. If you choose 0, you can watch the computer play.

* To interrupt a 0-player game, press Reset button on the main console.

c.) Selecting a Daimyo

Choose a daimyo to play from the 28 daimyos in Scenario 1 or the 10 daimyos in Scenario 2. When the message "Play which fief's daimyo?" appears, press any button and the screen will switch to the game map.

Using the + button, move the arrow to the fief whose daimyo you wish to play, then press the A button. That daimyo's name will appear with the message"Is this all right (Y/N)?" If yes, press the + button to the left. If no, press the + button to the right and you can select a different daimyo.

If there are two or more players, each player will choose a daimyo in turn.

d.) Setting the Daimyo's Abilities

You must set your daimyo's Political Influence, War Ability, Charisma and Ambition levels. The limits of these abilities differ for each daimyo, as some are simply more talented than others. When you have followed the onscreen prompts and determined each ability level, you will be asked, "Is this all right (Y/N)?" If yes, press the + button to the left. If no, press the + button to the right and you can reset the daimyo's ability levels.

e.) Setting Game Level

Choose game level (1-5). The higher the number, the harder the game, so beginners should choose level 1. You can change the game level once the game has started using Command <OTHER> Option <Level>.

f.) Watch Other Fiefs' Wars (Y/N)?

Choose whether or not to watch other fiefs' HEX wars. If yes, press the + button to the left, if no, press the + button to the right. To begin or stop watching other fiefs' wars once the game has started, use Command <OTHER> Option <Hex>.

g.) Final Check

You will be asked, "Is everything all right (Y/N)?" If yes, press the + button to the left. NOBUNAGA'S AMBITION II will begin.

If you answer "N" no, the computer will ask, "Change what? Everything, Daimyo, Level, Keep as is." Select the part of scenario setup to which you would like to return by moving the + button up or down; enter your choice by pressing the A button. If you choose "Keep as is," the game will start.

■QUITTING THE GAME

To stop playing, use Command <OTHER> Option <Quit>. If you want to continue play later, make sure you save the game data before quitting.

You can save only one game at a time. When you save a game, the previous saved game is erased.

To quit a 0-player game, press Reset button on main console.

* To avoid accidentally erasing your saved game, make sure to press the reset button as you turn off the power. Also, do not under any circumstances insert or remove the game cartridge when the power is on.

■RESUMING PLAY

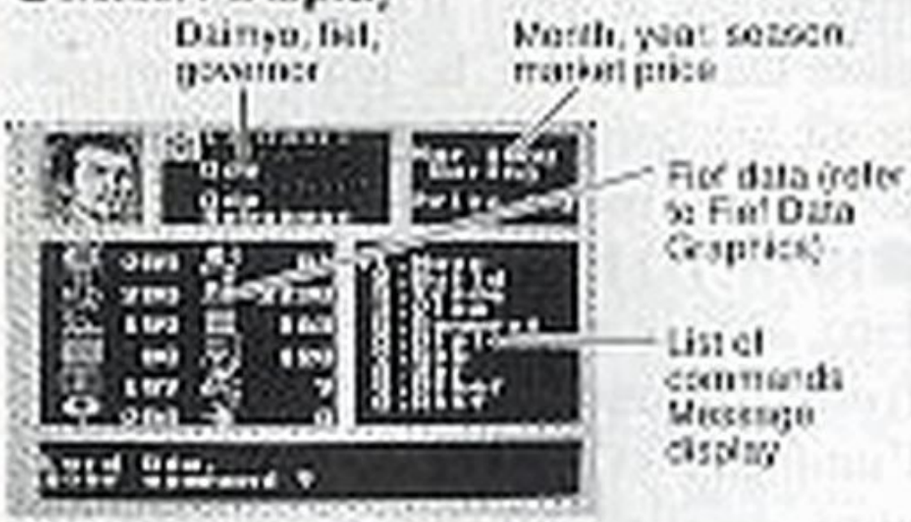
Press the start button. When the first screen appears, choose "Saved Game". The saved game will begin from where it last ended.

III. RULING YOUR FIEFS...

This section explains seasonal events and game progression.

■ MAIN DISPLAY

●MAIN Display


Daimyo, list, province
Month, year, season, market price
Fief data (refer to Fief Data Graphics)
List of commands
Message display

●Map screen

●Fief Data Graphics

Gold

Support

Food

Population

Land Value

Castle Defense

Flood Control

Soldiers

Trade

Samurai

Culture

Debt

■MAP SCREEN

Press the B button to switch from the MAIN display to the map screen. By moving the + button to the right or left you can scroll the map and see all of

Japan. Hit the B button again to return to the MAIN display. You may look at the map screen as often as you like during your turn.

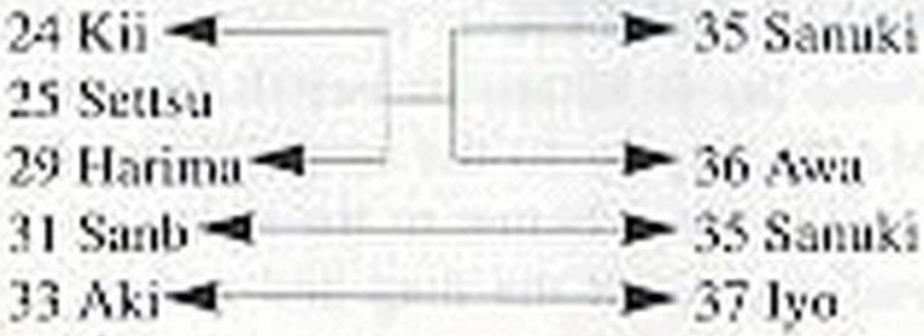
■NEIGHBORING FIEFS

Usually fiefs are considered to be adjoining when their borders touch, but note the exceptions below.

Fiefs separated by the sea are considered to be adjoining if they are linked by a sea route.

Neighboring fiefs separated by mountain ranges are not considered to be adjoining, since the mountains prevent travel between the fiefs.

●Fiefs Linked by Sea Routes



■RULES FOR COMMAND ENTRY

●COMMAND ENTRY AND TURNS

Every month each fief may execute a round of commands (one turn). The order of turns changes randomly each month; the fief that goes first in March may go last in April. If a daimyo controls more than one fief, he issues commands to all his fiefs, unless he has allowed a governor to rule a fief by himself.

●HOW TO ENTER COMMANDS

First, choose one of the main commands from Command <MOVE> through Command <OTHER>. Then choose a more detailed sub-command from the resulting sub-menus. Next, appoint a samurai to be in charge and make any other necessary decisions (for instance, how much gold to spend or how many weapons to buy). The appointed samurai will execute the command as skillfully as he can and use the necessary number of

body points.
Any samurai can carry out any command as long as he has sufficient body points, but the samurai's ability levels determine how well he'll perform. For instance, a samurai with low political influence and high war ability will be incompetent at town development or diplomacy, but unbeatable at war.
Commands such as <DIPLOMACY> or Sub-Command <Recruit Samurai> can only be executed by a daimyo in his home fief. Other commands do not expend body points and do not require choosing a samurai.
When you have finished issuing a month's commands, choose <REST>.

●BODY POINTS?

The number of commands you can issue in a turn is not predetermined. Command execution ability is limited only by your samurai's body points.
When a samurai performs a command, he expends a certain amount of body points determined by the type of command. A samurai can continue to perform commands until his body points are exhausted. Each month, after a samurai rests, he regains an amount of body points equal to about 30% of his political influence. However, if a samurai is overworked one month, he may not recover enough body points by the next month to execute necessary commands. Since some commands consume over 100 body points, a samurai may have to conserve his body points for several months before he can perform them. Consider each samurai's ability to regain his strength before assigning commands.

●DON'T OVERWORK YOUR SAMURAI

When you are attacked by another fief, samurai with fewer than 10 body points cannot go to battle. If your daimyo or

governor cannot go to battle, your fief automatically loses. When the daimyo executes a command that only he can perform, his remaining body points appear onscreen. The other commands display each samurai's body points and the body points necessary to execute the command at samurai selection time. Therefore, to avoid leaving a samurai unable to defend your fief, make sure to note his remaining body points before assigning a command to him.

●ADVISORS' SUGGESTIONS

Before you finalize a command, your Advisor (if you have one) will offer his opinion of your choice. (Any samurai whose combined Political Influence and War Ability exceeds 150 automatically becomes his fief's Advisor.) An Advisor's suggestions are only as accurate as his ability is high, so don't follow his suggestions blindly.

■REGULAR AND OUTBREAK EVENTS

SEASONAL EVENTS	YEARLY EVENTS	MONTHLY CHANGES
Spring		
3---Age increases Population grows.		
4---Samurai receive gold. Daimyo collects gold.	Uprising	Body points increase.
5---Money-lender collects on debts.		
Summer		
6	Typhoon	Civil War
7		
8		Market prices change
Fall		
9---Samurai		

	receive rice.
	Daimyo collects rice.
	10—Abundant harvest
	Famine.
	11
Winter	
12	Ronin move
1	or ask to be
2	recruited by the daimyo.

●DATA CHANGES

[Age Increases] (March)

All samurai become one year older each March. At this time, samurai who have lived out their life span die, and samurai who have come of age join the daimyo's forces.

[Population Increases] (March)

Every March each fief's population grows by 2%.

[Body Points are Replenished] (every month)

All samurai regain body points equaling approximately 30% of their political influence. A samurai's body points cannot exceed 200.

[Market Prices Change] (every month)

The prices of food and arms and the interest rate vary within a set range of values. The price of food appears on the MAIN display, but the price of arms and interest rate appear only when Command <TRADE> is executed.

●COLLECTION AND PAYMENT OF FOOD AND GOLD

[Daimyo Collects Tax and Tribute] (March and September)

In March, you will be asked to set your fief's yearly tax rate (gold). In September, you will be asked to set your fief's yearly tribute rate (food). The population's support (loyalty toward the

daimyo) changes according to their satisfaction with the tax (or tribute) rate. The standard rate for tax and tribute is 40-45%.

If you control more than one fief, after setting the tax (tribute) rate in one fief, you can decide whether to make the rates in your remaining fiefs the same, or whether to set the rates for each fief individually.

[Samurai Receive their Stipends] (March and September)

In proportion to the number of soldiers he maintains, a samurai receives gold in the spring and provisions (food) in the fall. The payment equals approximately 20-30% of the number of soldiers. Samurai stipends are automatically deducted from the daimyo's tax and tribute revenue.

If the stipend is paid, the loyalty of all the fief's samurai will increase, but if there is not enough gold or food to make the proper payment, the samurai will become discontented.

[Moneylender Collects on Debts] (March)

If the daimyo has borrowed gold, the moneylender automatically takes his share (principal and interest) from the daimyo's spring tax revenue. If the daimyo can't repay the full debt, the fief's gold becomes 0, and the unpaid portion will be collected the following year.

●OUTBREAK EVENTS

[Uprising] (independent of season)

Peasants' rebellion. The lower the people's support is, the greater chance there is of an uprising.

If your fief's peasants revolt, the computer will first ask if you would like to try to quell the disturbance. If no, the uprising will occur and support, land and trade values will plummet. If yes, you

must pay the peasants 50% of your fief's gold and rice. If your attempt at appeasement succeeds, the uprising will be diverted. But if it fails, you will lose 50% of your food and gold and still receive the same damage as if you had not tried to satisfy the people.

[Civil War] (independent of season)

A samurai with low loyalty or high ambition may start a civil war in order to unseat your daimyo. The traitorous samurai and his followers rush into war against the regular army. If the rebel forces triumph, their leader becomes the new daimyo. During civil war, the rebel army seizes 50% of the fief's gold and food, which the regular army cannot regain even if it defeats the rebels.

[Epidemic] (independent of season)

Epidemics reduce the stricken fief's population and number of soldiers. Building your flood control level will help guard against epidemics, but there is no absolute way to prevent them.

[Typhoon] (June-August)

Typhoons cause landslides and floods, ruining a fief's land value, flood control level, and castle defenses. A high flood control level may lessen the damage done by a typhoon.

[Bad Luck] (Famine) (September)

Due to drought or excessive rain, the food harvest may plummet to less than half its usual size. A high flood control level may minimize the damage done by unfavorable weather conditions.

[Abundant Harvest] (September)

If the weather stays warm and brings enough rain, your food harvest may be 40% richer than usual. Fiefs with high flood control are more likely to receive this good fortune.

Body Points	Consumed as commands are executed.	Replenished every month.

●DAIMYO DATA

DATA NAME	CONTENTS/ EFFECT	REMARKS
Number of fiefs	How many fiefs the daimyo controls.	
Friend-ship	Other fiefs' relationship with your fief.	The higher,the less risk of invasion.
Marriage	Connection through marriage between two fiefs.	When two fiefs ally through marriage, their friendship level rises.
Alliance	Peace treaty with a rival fief.	An ally is unlikely to attack you.

●FIEF DATA

DATA NAME	CONTENTS/ EFFECT	REMARKS
Fief type	Home fief or possession.	The daimyo must appoint a governor for all fiefs outside his home fief.
Gold		Increases through spring tax collection.
Food		Increases through fall tribute collection.
Land Value	Affects the amount of rice collected through fall tribute.	Raise with <Clear Land> command.
Flood Control	Softens damage done by	Raise with <Flood

	typhoons or epidemics.	Control> command.
Trade	Affects the amount of gold collected through spring tax.	Raise with <Develop Town> command.
Culture	Makes samurai training more effective.	Raise by improving Trade.
Support	The lower the support, the more likely an uprising.	Support rises or falls according to the tax or tribute rate.
Population	Affects the number of soldiers you can hire.	Grows 2% every spring.
Castle Defense	Important in siege warfare.	Raise with <Fortify Castle> command.
Soldiers	Total number of soldiers in a fief.	Can enlarge with the <Hire Soldiers> command.
Samurai	Number of samurai in a fief.	
Debt	Amount of gold borrowed from a moneylender.	

■SAMURAI DATA

There are approximately 400 distinct samurai (warriors) in NOBUNAGA'S AMBITION II. Gather information on these men with Command <VIEW> Option <Samurai>. The different traits of these samurai are explained below.

●Status

All warriors are samurai, but there are four different classes of samurai.

a.) Daimyo (Warlord)

A samurai who rules one or more fiefs.

His name appears in blue in the list of samurai under the command <VIEW>.

b.) Samurai

Warriors in the service of a daimyo. In cases of civil war or the daimyo's death, a samurai may become a daimyo. A samurai whose combined political influence and war ability exceed 150 will become an Advisor. As the daimyo issues commands, the Advisor will praise or criticize his decisions.

c.) Governor

A samurai who rules a fief on behalf of his daimyo. If a daimyo controls more than one fief, he must appoint a governor for each fief except the one he rules personally. The governor's name appears in blue in the list of samurai under the command <VIEW>.

d.) Ronin (lordless samurai)

These samurai serve no lord and wander from fief to fief. By seeking a daimyo's patronage, or using the command <Recruit Ronin>, ronin can become commissioned samurai. Ronins' names appear in purple in the list of samurai under the command <VIEW>.

●Age(Max: 99)

Each March every samurai ages one year. Each samurai's life span is based on historical fact, but a samurai will not necessarily die at the same time he died in real life. In the game, a samurai who died a natural death will probably die at the time of his historical death, but a samurai who died in war may live longer than his historical life span. In Scenario 1, daimyos Saito Yoshitatsu of Mino and Amago Haruhisa of Izumo are already old and sick.

●Unit

A samurai will lead a cavalry, infantry, or rifle unit. The unit type is already decided (by history) and cannot be

changed.
(Cav = Cavalry, Inf = Infantry, Rif = Rifle.)

●**Political Influence** (Max: 100)
Ability to manage internal affairs and diplomacy. The number of Body Points a samurai receives each month is equal to 30% of his political influence. Improve a samurai's political influence using Command <SAMURAI> Option <Train Samurai>.

●**War Ability** (Max: 100)
A samurai's combat strength. War ability is important in HEX wars. When two samurai clash, the one with the higher war ability wins. Improve a samurai's War ability with Command <SAMURAI> Option <Train Samurai>.

●**Charisma** (Max: 100)
A samurai's power to charm people. Daimyos with high charisma are adept at recruiting samurai and conducting diplomacy.

●**Ambition** (Max: 100)
A samurai's desire for territories and power. Daimyo's with great ambition readily attack other fiefs. Samurai followers with high ambition are likely to start civil wars. A daimyo's ambition grows when he gains a fief, and falls when he loses one.

●**Loyalty** (Max: 100)
A samurai's devotion to his daimyo. A samurai with low loyalty may desert you for a rival daimyo, start a civil war, or switch sides during battle.

●**Soldiers** (Max: 100)
The number of soldiers under a samurai's command. Get more soldiers with Command <WAR> Option <Hire Soldiers>.

●**Soldier's Skill** (Max: 100)
The amount of combat training the samurai's soldiers have had. The higher

the value, the stronger the unit will be in battle. Raise skill level with Command <WAR> Option <Train Men>. Skill level drops when you <Hire Soldiers>. When you <Reassign Men> the skill levels will be averaged.

●**Arms Level** (Max: 100)

The amount of weapons and armor maintained by a samurai's unit. The higher the arms level is, the stronger the unit will be in battle. Increase arms by buying weapons from a merchant (Command <TRADE> Option <Buy Arms>). Arms level decreases when you hire new soldiers.

●**Body Points** (Max: 200)

The amount of energy a samurai has to perform commands with. They are expended as a samurai acts, and regained each month. The amount of body points expended depends on the command, and the amount restored is equal to 30% of the samurai's political influence.

■DAIMYO DATA

Daimyo have special assets in addition to the normal samurai traits. View daimyo using the Command <VIEW> Option <Daimyo>.

●**Number of Fiefs** (1-38)

The number of fiefs a daimyo controls.

●**Friendship** (0-100)

The warmth of the relationship between your daimyo and other daimyos. Values above 50 are satisfactory; values below 50 are dangerous, especially if you have no alliances with that daimyo. Use Command <VIEW> Option <Friends> to see friendship levels. These levels will change as time passes.

●**Marriage / Alliance**

Whether or not a daimyo has any alliances or marriage connections with other fiefs. Use Command <VIEW>

Option <Friends> to see your marriage connections (Y=yes, N=no) and alliances. The numbers in the alliance column stand for the number of months left in your alliance (alliances last one year.)

■FIEF DATA

●Fief Type

There are three types of fiefs:

①Home fief.....the fief your daimyo rules personally.

②Possession....a fief ruled by a one of your daimyo's governors. You can let the governor rule the fief by himself.

③Empty fief....a fief with no samurai. There are no empty fiefs at the start of the game, but they appear as samurai die or move to another fief.

●Gold (Max: 999)

The amount of money the fief has. You receive gold at spring tax time (samurai stipends will be automatically deducted). Gold is used when carrying out commands.

●Food (Max: 999)

The amount of rice saved for war provisions. You receive food at fall tribute time (samurai stipends will be automatically deducted). War requires great quantities of food -- if you run out, you lose the war.

●Land Value (Max: 999)

The potential yield of rice at harvest time. The higher the land value is, the more food you get at fall tribute time. Raise land value with Command <BUILD> Option <Clear land>. Typhoons and famine decrease land value.

●Flood Control Level (Max: 999)

Protection against floods and droughts, such as river dikes and irrigation systems. High flood control level minimizes damage done by typhoons and

epidemics, and increases the food you receive at fall tribute time. Flood control level increases when you use Command <BUILD> Option <Flood Control>, and decreases if disasters hit.

●**Trade** (Max: 999)

Measure of your town's prosperity. A high trade level will increase the amount of taxes you receive in the spring, and will attract merchants to your fief. Raise trade with Command <BUILD> Option <Expand town>. Disasters and wars will lower trade.

●**Culture** (Max: 999)

The level of advancement in your fief. Culture relates directly to Trade. Samurai training gets the best results in fiefs with high culture levels.

●**Support** (Max: 100)

The devotion of a fief's citizens to their daimyo. As this value decreases, so do taxes, and the chance of an uprising will increase. To raise support, do not tax too unfairly, and do not put all your strength into war.(Your fief's welfare should not be neglected.)

●**Population** (Max: 9999)

Inhabitants in your fief. This directly affects the number of soldiers you can hire. The population increases every spring, but if an epidemic strikes, people will die and the population will shrink.

●**Castle Defense** (Max: 999)

The strength of your castle's barricades. Having a high castle defense level is important in siege warfare. Increase this value with Command <BUILD> Option <Fortify Castle>. Disasters or wars will decrease castle defense.

●**Soldiers** (Max: 2000)

Total number of soldiers in your fief. Hiring soldiers enlarges the army, but wars will of course shrink it.

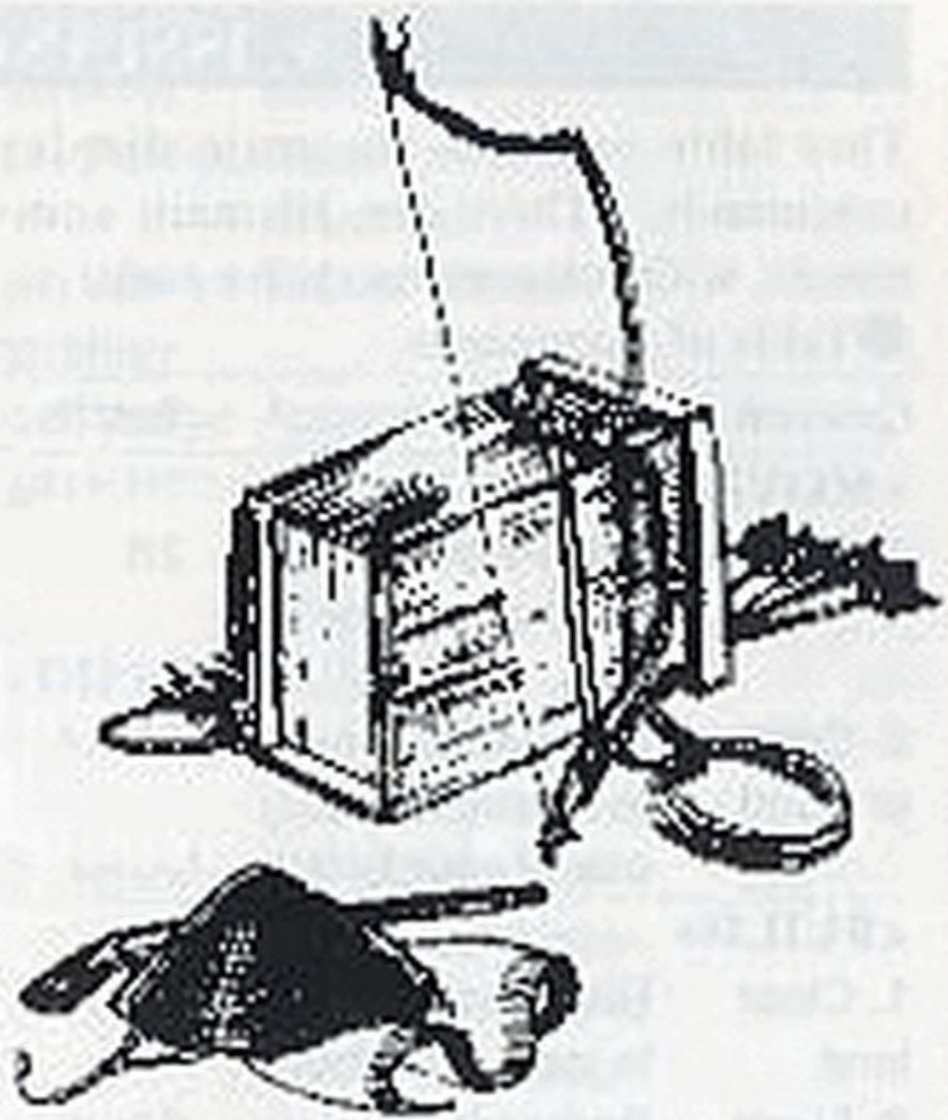
●**Samurai** (Max: 20)

The number of samurai in the fief.

● **Debt** (Max: 999)

The amount of gold (principal plus interest) the daimyo owes the moneylender. For example, if the daimyo borrows 100 gold at an interest rate of .5, his debt becomes 100 + (100 x .5) = 150. Debt is automatically deducted from spring taxes.

Debt actually belongs to the daimyo, not the fief. When a daimyo moves to another fief, his debt goes with him.



V. ISSUING ORDERS...

This table explains the main display commands. There are 10 main commands, with sub-commands for each.

●Table of Commands

Command	Use	Body Pts.
<MOVE>		
1. Samurai	Move samurai to another of your fiefs.	20
2. Gold or Food	Move gold or food to another one of your fiefs.	20
<BUILD>		
1. Clear land	Raise land value to increase tribute.	50
2. Flood control	Protect from typhoons and droughts.	50
3. Expand town	Raise your fief's trade level.	50
4. Fortify castle	Raise castle defense level.	50
<TRADE>		
1. Sell food	Get gold by selling food.	40
2. Buy food	Buy food with your gold.	40
3. Buy arms	Buy guns, swords, and armor to raise samurai's arms level.	40
4. Borrow gold	Borrow gold from the moneylender.	40
5. Settle debt	Pay back borrowed gold to moneylender.	0
<VIEW>		
1. Other fiefs	To see another fief's data.	Own fief 0
(A) Fief	Your or another fief's data.	Neighbor 20
(B) Samurai	Another fief's samurai data.	Others 30

(C) Daimyo	Another fief's daimyo data.	
(D) List of Samurai	All samurai in other fief.	
2. Your samurai	List of samurai in your fief.	0
3. Your land	List of your daimyo's fiefs.	0
4. Friends	Your relationships with other daimyo.	0

<SAMURAI>

1. Recruit ronin	Search for samurai to employ.	70
2. Recruit samurai	Try to employ another daimyo's samurai.	70
3. Dismiss samurai	To expel a samurai from your forces.	Daimyo's 20
4. Give rewards	Give gold to samurai to increase loyalty.	Govnr's 20
5. Train samurai	Increase samurai's abilities.	90
(A) Politics	Raises political influence.	
(B) War strategy	Raises war ability.	
6. Change governors	Appoint a new governor (or computer) to rule one of your fiefs.	0

<DIPLOMACY>

1. Marriage	Marry another daimyo's princess.	130
2. Alliance	Ally with another daimyo for 1 year.	100
3. Threaten	Force a daimyo to give you his fief.	130
4. Tribute	Give gold to a daimyo to gain friendship.	80

<SPY>		
1. Spread war rumors	Spread lies that an enemy fief will attack another enemy fief.	100
2. Incite uprising	Decrease a daimyo's support by lying about his misdeeds.	90
3. Send Assassin	Defeat an enemy daimyo.	100
<WAR>		
1. Hire Soldiers	Hire more men for your army.	50
2. Reassign men	Redistribute soldiers among your samurai.	Govnr's 20
3. Train men	Increase soldiers' skill level.	40
4. War	Attack an enemy fief.	40
<OTHER>		
1. Quit	Save game and/or stop playing.	0
2. Time	Adjust message display time.	0
3. Music	Turn on or off background music.	0
4. Graphics	Turn on or off extra graphics.	0
5. Sound	Turn on or off sound effects.	0
6. Hex	Watch or stop watching other fiefs' wars.	0
7. Level	Reset the game level.	0
<REST>	End turn for that month; lets samurai gain body points.	0

When you finish entering commands for a certain month (see "How to Enter Commands"), enter <REST>.

1. MOVE

Need more samurai to send to war? Running out of gold or food? You can move

samurai, gold or food from one of your fiefs to another, as long as the fiefs border each other. There are two sub-commands.

●(1) <Samurai>(Body pts. 20)

Your samurai can move to any adjacent fief within your daimyo's territory. He can take gold and food with him. The samurai uses body points when he moves. Each fief can support up to 20 samurai. If a fief already has 20 samurai, your samurai cannot move there. If your governor or daimyo moves to a new fief, you must appoint a new governor for his former fief by using the Command <SAMURAI> Option <Change Governors>.

●(2) <Gold or Food>(Body pts. 20)

If one of your fiefs needs supplies, you can transfer gold or food from any neighboring fief within your daimyo's territory. The samurai you appoint to oversee the transfer of goods will use body points during the move.

2. BUILD

Spend gold for construction in your fief. The more you spend, the more construction can be done. The ability of the samurai you choose to oversee the construction also affects the results. The body points of the samurai supervising the construction are used. There are 4 sub-commands.

●(1) <Clear Land>(Body pts. 50)

Prepare unused land for farming and raise your fief's Land value. As land value rises, the amount of food you receive for fall tribute increases. Clearing land, however, also increases the chance for flooding.

●(2) <Flood Control>(Body pts. 50)

Build dikes on the rivers to protect from

floods. A high Flood control level enriches your fall harvests and helps minimize the damage done by Typhoons or Famine.

●(3) Expand Town(Body pts. 50)
Invest in the town around your castle. Trade and Culture will increase. The more trading the merchants do, the more gold you can collect in spring taxes.

●(4) Fortify Castle(Body pts. 50)
Reinforce your castle gates and raise your Castle defense level. Having a strong castle will help you defend yourself if an enemy attacks.

3. TRADE

Buy and sell with the merchants in your town. Prices change every month, so if you do not wait for a good price, you may be cheated.
Merchants like to set up shops in fiefs bordering fief Settsu, or in fief Yamashi which has the capital city of Kyoto. Merchants are also attracted to fiefs with high Trade and Culture levels.
Except for sub-command <Settle Debts>, the body points used are those of the samurai who goes to market to trade.

●(1) <Sell Food>(Body pts. 40)
Need more gold? Sell your extra food to a merchant. Tell him the quantity you wish to sell. Remember to save enough food to give to your samurai at fall stipend time, and to get you through a war.

●(2) <Buy Food>(Body pts. 40)
Running out of food? Buy the food you need from a merchant. Tell him how much you wish to buy. All it takes is gold.

●(3) <Buy Arms>(Body pts. 40)
Buy swords, rifles and armor for your army and increase the Arms level of your samurai's soldiers.

●(4) <Borrow Gold>(Body pts. 40)
If you need gold, can't sell any food, and can't get gold from another fief, the merchants will gladly make you a loan - for a price, of course. Only a daimyo in his home fief can borrow gold. If your daimyo moves to another fief, his debt will go with him.
Your fief's Trade level determines the amount of gold you can borrow. You must pay the interest (the merchant's fee) when you repay your loan. The interest rate changes every month. Every March, the moneylender automatically collects the debt from the spring taxes. If you can't pay your debt, the moneylender will reduce your treasury to 0 gold, and will collect the remaining debt from the next year's taxes.
●(5) <Settle Debts>(Body pts. 0)
You can repay your debts before spring, but there's no advantage in doing so.

4. VIEW

Look at the situation in your fiefs, or spy on enemy fiefs. There are 4 sub-commands.
●(1) <Other Fiefs>(Body pts.: Own fief = 0; Neighboring enemy fief = 20; Other enemy fiefs = 30)
To learn about an enemy's fief, send ninja spies to that fief. Ninja will cost you 5 gold. The body points of the samurai organizing the mission are used. The amount of body points used depends on whether the fief is neighboring or distant. No gold or body points are necessary to view a fief within your daimyo's territory.
If your ninja obtains the information, he will show you the face of the ruling daimyo and the location of the fief you are spying on. Choose from 4 sub-commands.
① Fief.....to see the fief's data.

② Samurai...to see data on individual samurai in that fief.
③ Daimyo.....to see data on the fief's ruling daimyo, and your Friendship level with that daimyo.
④ List of Samurai...to see the war ability, number of men, and loyalty of all the samurai in that fief.

●(2) <Your Samurai>(Body pts. 0)
Look at the political and war abilities, number of soldiers, and loyalty of the individual samurai in your home fief. It is your fief, so you can view for free.

●(3) <Your Land>(Body pts. 0)
See how much gold, food, samurai, and soldiers you have in each of your fiefs. View for free.

●(4) <Friends>(Body pts. 0)
Observe your friendship, marriage and alliance connections to enemy daimyos. The numbers in the alliance column refer to the number of months left in a one-year alliance. No gold or body points necessary to view friends. The coat of arms by each daimyo's name corresponds to his fief.

5. SAMURAI

Wield control over the samurai in your forces and change governors in your other fiefs. You can use Sub-command <Change Governors> to allow the computer to govern one of your fiefs for you. There are 6 sub-commands.

●(1) <Recruit Ronin>(Body pts. 70)
Search your fief for ronin (lordless samurai) to add to your forces. The body points of the samurai you appoint to conduct the search are expended.
Ronin like big cities with high trade and culture levels. After losing a war, a samurai may leave his lord and move into a neighboring fief as a ronin. Therefore, if a fief neighboring you has

lost a war, you may be able to find ronin in your fief.

You decide whether or not to hire any ronin your samurai finds. The ronin, however, can refuse your offer. If you decline a ronin, he will leave your fief.

●(2) <**Recruit Samurai**>(Body pts. 70)

If you were unable to hire any ronin, you can try to get a neighboring enemy's samurai to defect to your forces. Send a samurai with gold to the enemy's fief to persuade the samurai. The higher your samurai's political influence, the more persuasive he will be. If your samurai fails, he may be captured by the enemy.

Your samurai recruiter's body points are used. Try to recruit samurai who are not very loyal to their lord. Only a daimyo in his home fief can recruit outside samurai.

●(3) <**Dismiss Samurai**>(Daimyo's body pts. 20)

Expel unwanted samurai from your forces. An expelled samurai becomes a ronin (lordless samurai). Only a daimyo in his home fief can dismiss samurai.

●(4) <**Give Rewards**>(Governor's body pts. 20)

Reward your samurai and increase their loyalty by giving them gold. Giving rewards uses the body points of the fief's ruler, either the daimyo or a governor.

●(5) <**Train Samurai**>(Body pts. 90)

Are your samurai inept in politics, or weak in war? Improve their abilities through training. Training costs 30 gold and 90 body points of the samurai being trained.

Towns with high culture levels offer the best training facilities. However, some samurai are so clumsy that training can only raise their abilities a maximum total of 5 points. There are two types of training:

① Politics.....to raise your samurai's political influence.
② War Strategy....to raise your samurai's war ability.

●(6) <Change Governors>(Body pts. 0)
Appoint a new governor in one of your fiefs or let the computer rule the fief for you. When you appoint a new governor for a fief, choose whether or not to let him rule by himself. Press the B button to enter your choice.
To regain control of a fief you allowed a governor (the computer) to rule, use the Command <Change Governors> again. Appoint the same governor (or a different one, if you wish), but answer "N" no when asked if you want him to rule by himself. Only a daimyo in his home fief can appoint new governors.

6. DIPLOMACY

Ally with strong enemy daimyos, or threaten weak ones. Powerful daimyos must be as skilled at diplomacy as they are at war. To practice diplomacy, you must send one of your samurai to another daimyo's fief to negotiate. The samurai should have high abilities, as he could be captured or even killed if he fails. The samurai negotiating uses his body points. Only a daimyo in his home fief can initiate diplomacy. There are four types of diplomacy.

●(1) <Marriage>(Body pts. 130)
Marry another daimyo's princess to establish a friendly relationship with that daimyo. Marriage costs 50 gold. A daimyo can accept more than one princess into his household.

●(2) <Alliance>(Body pts. 100)
Form a 12-month alliance with an enemy daimyo. But be warned, an ally might still attack you. You can also attack your allies, but if you are that deceptive, other

daimyos will not trust you.

●(3) <Threaten>(Body pts. 130)

Threaten an enemy daimyo into becoming your follower. If the enemy daimyo submits to you, you become ruler of all of his fiefs.

You must have a large and powerful army to frighten another daimyo. If he doesn't submit to you, but is intimidated, he may try to appease you by sending a princess or paying tribute.

●(4) <Tribute>(Body pts. 80)

Offer another daimyo gold for his friendship. The more gold you give him, the friendlier he'll be.

7. SPY

Daimyos must be ruthless off the battlefield as well as on it if they are to further their conquest. Use the Command <SPY> to weaken your enemies from the inside by sending ninja to set traps in their fiefs. This command uses the body points of the samurai supervising the mission. There are 3 plans of sabotage.

●(1) <Spread War Rumors>(Body pts. 100)

Trick your enemies into going to war. Send a ninja to spread the rumor in fief A that "Fief B is going to attack," and trick daimyo A into attacking fief B. After fief A and fief B exhaust their resources in war, you can attack them. The ninja's fee is 10 gold.

First pick which fief to spread rumors in, then pick which fief you want to say is planning to attack. Even if they don't go to war, the two fiefs' diplomatic ties will weaken.

●(2) <Incite Uprising>(Body pts. 90)

Spread bad rumors about a rival daimyo in his fief in order to reduce his popularity. If you lower the daimyo's

popular support sufficiently, you may cause an uprising, which would leave the fief vulnerable to your attack. You must pay your ninja 10 gold.

(3) Send Assassin(Body pts. 100)

Send a trained assassin to destroy an enemy daimyo. An assassin will demand 20 gold for his services. Assassins only rarely succeed. If the daimyo discovers your plot, he will become your sworn enemy.

8. WAR

Strengthen your army, then declare war on your enemies. There are 4 sub-commands:

●**(1) <Hire Soldiers>**(Body pts. 50)

Recruit men for your army. The number of soldiers you can hire depends on your fief's population, gold, people's support, and daimyo's charisma. Each unit equals 100 men. The body points of the samurai appointed to hire the new soldiers are used.

Assign new soldiers to any of your samurai. Each samurai can have up to 100 units of men. Besides the ordinary method of entering a command, you will be asked to whom you want to assign the new soldiers. Use the triangle cursor to point to the samurai to whom you wish to give men, then push the A button. (If you push the + button left at this point, instead of the A button, that samurai will be assigned all remaining soldiers.) After you pick the samurai, enter the amount of men you wish to give him with the + button. You will be shown how many soldiers you have left. The command ends when you have assigned all the new soldiers.

●**(2) <Reassign Men>**(Governor's body pts. 20)

You can redistribute your army's soldiers

among your samurai. First choose which samurai's army you want to enlarge or reduce from the list of samurai onscreen, then assign the desired number of men to that samurai. Do this one at a time. However, since you cannot change your total number of soldiers, you must decrease one samurai's army, then redistribute these soldiers to your other samurai. Press button B when finished. At this point, you can cancel your reassignments, or approve them. Keep in mind that when you reassign men, the skill and arms levels of the previous and newly-formed armies will be averaged to create new values. Reassigning men uses the body points of the fief's ruler (daimyo or governor). Each samurai can have up to 100 units (each unit equals 100 men).

●(3) <Train Men>(Body pts. 40)

Order your samurai to train their men. Their soldiers' skill level will increase. More than one samurai can train his troops at the same time. The body points of the samurai conducting the training are used. The higher the samurai's war ability, the faster the skill of his men rises.

●(4) <WAR>(Body points 40)

Invade an enemy fief. Send up to 10 of your samurai and their troops to battle. Choose the commander-in-chief. If your daimyo goes to battle, he will automatically become the commander. A samurai cannot go to battle without men. Your army will need gold and food to last through the war. Attacking another fief ends your turn for that month. For more on HEX war, see section VI." WAR!"

9.OTHER

Reset the format functions or quit

playing with this command. Neither body points nor gold are necessary. There are 7 sub-commands:

●(1) <Quit>

Save your game to play later, or just end the game. See Section II "Scenario Setup" for further explanation how to save and end a game.

●(2) <Time>

Adjust the wait time that messages appear on the screen. Set the time from 1 - 10. The higher the number, the longer the messages remain onscreen. Time is set at 5 when the game begins.

●(3) <Music>

Play with background music on or turn it off.

●(4) <Animation>

Keep the animation which appears when you execute a command on, or turn it off.

●(5) <Sound>

Play with sound effects on, or turn them off.

●(6) <HEX>

Watch other fiefs' wars (on), or choose not to (off).

●(7) <Level>

Reset game difficulty from 1(easiest) - 5 (hardest).

0.REST

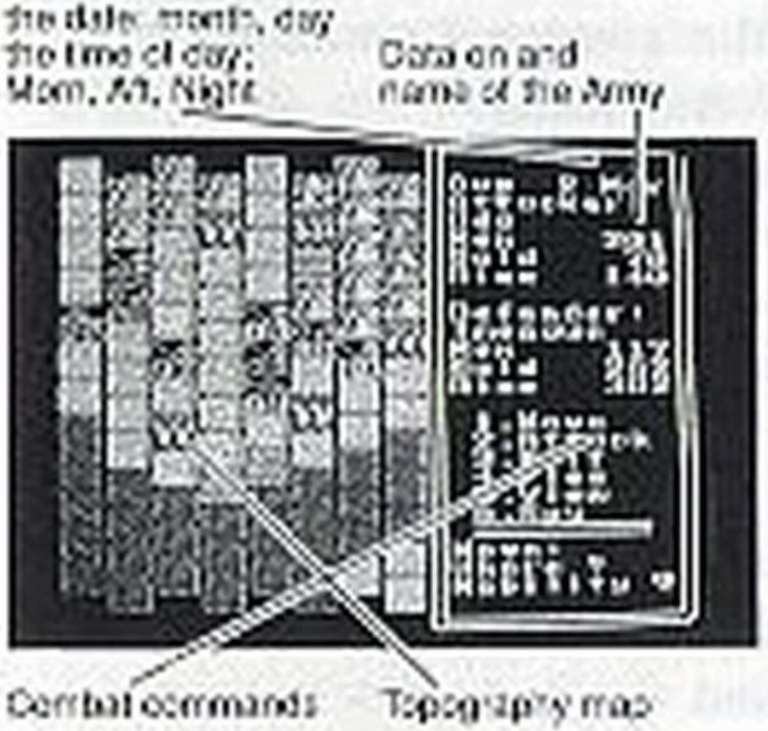
End your turn for a given month by letting your samurai rest and regain body points.

VI. WAR! ...

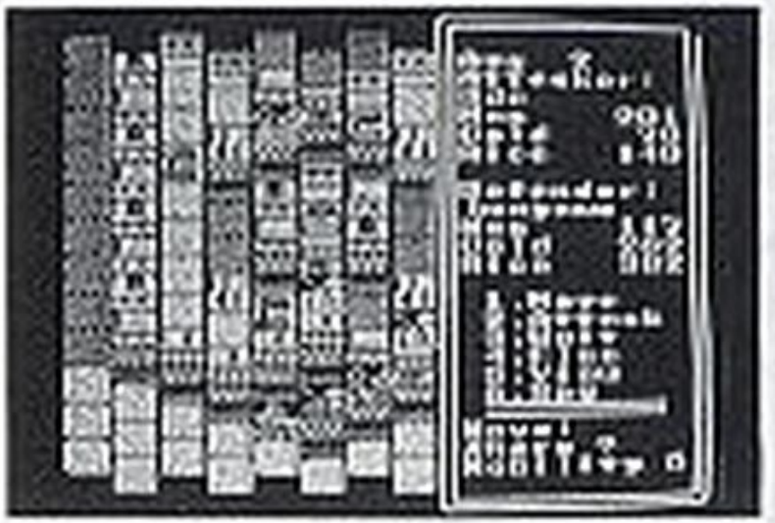
To be the supreme ruler of Japan you must not only be the most heroic warrior, but also the cleverest general. Your armies will have to fight well both on the open battlefield and under siege conditions in the castle compounds.

■THE BATTLE MAP

●Field



●Siege



*To view the entire terrain of the battlefield, press button B. The message windows and units will disappear. Press button B again when finished viewing.

■Rules of War

●War is Declared!

War will break out when:

a.) you attack an enemy fief by declaring war with the Command <WAR> Option <War>.

b.) an enemy attacks your fief;
c.) your samurai rise against you and civil war breaks out;
d.) you view other fiefs' wars. If you want to see other fiefs' wars but had chosen not to in the beginning, use the Command <OTHER> Option <Hex>.

● **War flow chart**

War is declared!
↓
Send samurai to battle ◄
↓
Position troops on battlefield
↓
Fighting → Can switch to siege warfare
↓
Victory or Defeat
↓
Spoils of war

● **Going to War and Positioning Units**

If attacking, you may send up to 10 samurai to battle as long as each has at least 40 body points. If defending, you may send up to 10 samurai to battle as long as each has at least 10 body points. If the daimyo or governor does not go to battle, appoint a commander-in-chief for your army.

If you are attacked when your governor or daimyo has less than 10 body points, you will automatically lose. You may hold back some of your samurai as reinforcements and call them in later using the combat Command <SPY> Option <Add Men>.

Now position your units. White circles will appear in the hexes on which you can place units. Move the units with the + button. Press the A button when the unit is where you want it. When you switch from field to siege warfare, you must again send your samurai to battle and position them within the castle compound.

●Order of Turns

The attackers and defenders carry out their tactics in the following order:
attacking commander -> attacking units in the order they were sent to battle -> defending commander -> defending units in the order they were sent to battle.

●Field and Siege Warfare

War always begins on an open battlefield (field warfare). During field warfare, if the defending commander withdraws his army to the castle compounds, the hex map switches and siege warfare begins. Some commands work differently in field and siege warfare.

a.) Field

Days are divided into morning, afternoon and evening, so each unit has three turns per day to carry out tactics. During the day, you can pursue normal strategy, but at night you cannot see enemy units until you move next to them. If you move into an enemy unit's hex at night, you can launch a surprise attack.

b.) Siege

As long as the defending commander holds the castle, he can withdraw his samurai to the castle at any time during field warfare. When it is your defending commander's turn, select combat Command <FLEE> Option <Castle> to begin siege warfare. The field map will change to the castle map. The attackers, left outside, must break through the castle gates (or climb the walls) to reach the defenders holed up within. There is no distinction between night and day in siege warfare, so each unit has only one turn per day. The attacking units must force their way into the castle compound before they can see any of the defending units inside.

●Victory

An army wins a war if any of the following happens to the enemy:

a.) Food Runs Out

Everyday all soldiers, those at the front and those waiting as reinforcements, use up the provisions. If an army runs out of food, the soldiers stop fighting and lose the war. In both field and siege warfare, 30 men eat 1 unit of food per day.

b.) Commander's Unit is Destroyed

Even if other units are still able to fight, an army will lose if their commander's unit is destroyed.

c.) Commander Withdraws

If the commander retreats to a neighboring fief, his whole army retreats with him, and they lose the war.

d.) Time Runs Out

If cases a - c have not occurred by the end of one month, the defending army wins.

●Spoils of War

When the victor is decided, the losing samurai will try to escape to a neighboring fief. While fleeing, they may or may not be captured by the victors.

If there are no safe fiefs to escape to, all the samurai will be captured. The daimyo of the victorious army decides whether to recruit, destroy, or release his prisoners-of-war.

If the commander is captured or destroyed in battle, the enemy confiscates his army's gold and food. But if the attacking commander successfully escapes, he can take his gold and food with him.

If the attacking army wins, their commander becomes that fief's new governor. If that commander was previously ruling another fief, you must appoint a new governor for his former fief.

■HEX WAR TERRAIN & UNITS

●Terrain

The pictures below show the types of topography you will encounter in the HEX war. Some types are easier to defend than others. Some are easy to move across, and some require many mobility points.

In Field Warfare (Plains, forests, hills, and mountains are also in siege warfare) :

Plains

Fields

Forest

Hills

Mountains

Seas*Lakes*
Rivers

Town

Castle

Type	Mobility	Pts.	Remarks
Plains	2		Unused grassy plains.
Fields	2		More protection than plains.
Forests	3		More protection than fields.
Hills	3		Provides the most protection.
Mountains			Too steep for soldiers to cross.
Seas*Lakes* Rivers			Too deep for soldiers to cross.
Town	2		If attackers occupy, trade will fall.
Castle	2		If attackers take the castle, the defending samurai's loyalty falls.

A defending commander can begin siege warfare from here.

●In Siege Warfare

Castle land

Gate (closed)

Moat

Gate (open)

Castle wall

Tower

Fences

Inner fortress

Type	Mobility	Pts.	Remarks
Castle land	2		Land inside castle walls. Same as plains outside castle.
Moat	7		Cavalry cannot cross the moat. Not good to fight from, but could be a shortcut to entering castle.
Castle wall	7		Cavalry cannot climb the walls. It's a shortcut, but you will lose soldiers, and your unit could fall off.
Gate (closed)			Can't enter a closed gate. Storm the gate to open it.
Gate (open)	2		Once a gate is opened, it will be the same as castle land and

		cannot be closed.
Fences	7	Used to stop horses inside the castle. Can defend from here.
Tower	2	If castle defense level is high, the tower is a good place to defend from.
Inner fortress	2	If attackers occupy, defending samurai's loyalty will drop.

●Units

Unit type

Number of soldiers in unit

Signifies a daimyo's unit (If commander is not the daimyo, an x will appear.)

Unit type

Number of soldiers in unit

●Unit Type

There are 3 types of units. The type of unit each samurai commands is predetermined and cannot be changed.

Cavalry (Cav) has 6 mobility points.
Horses travel fast, but cannot cross some terrains.

Infantry (Inf) has 4 mobility points.
Can swim across moats and climb walls.
Can <Ambush> attack.

Rifle (Rif) has 3 mobility points. Heavy rifles slow a unit down, but also provide a powerful attack.

●Mobility Points

A unit's mobility points decrease as it moves across the terrain. A unit cannot move when it lacks sufficient mobility points. When a unit runs out of mobility points, the turn switches to the next unit. If a unit decides to <WAIT>, it gains 1 extra mobility point, up to a maximum of 10. The amount of mobility points required depends on the type of terrain. You may have to wait and conserve mobility points for several turns before you gain enough mobility points to cross some kinds of terrain.

■COMBAT COMMANDS

<MOVE>		Move your unit.
<ATTACK>	1. Normal	Sword, bow and arrow attack.
	2. Rifle	Fire rifles at enemy (Rifle units only).
	3. Charge	Break through enemy lines.
	4. Ambush	Conceal your location (Infantry unit in field warfare only).
	5.Gate	Storm gate to lower defense level (Attacking unit in siege warfare only).
<AMBUSH*>		Surprise attack by a unit in ambush (Infantry unit in field warfare only).
<WAIT>		Stay in the same place.
<FLEE>	1.Fief	Retreat to one of

		your own fiefs.
	2. Castle	Retreat to castle (Commanding unit only).
<VIEW>		Look at data on any unit (Viewing an enemy unit costs 2 gold).
<SPY>	1. Bribe	Use gold to persuade enemy samurai to change sides.
	2. Add Men	Bring in your reinforcements.
	3. Open Gate	Open gate from inside castle (Siege warfare only).

*In field warfare, command <ATTACK> becomes <AMBUSH> for infantry units in ambush.

**In siege warfare, sub-command <Ambush> undercommand <ATTACK> becomes <Gate>

●1. MOVE

Move your unit across the battlefield. See page 9 to see how to move in each direction. How far the unit can move depends on the amount of mobility points it has and on the terrain. Once your unit has moved, you cannot cancel the command. When your unit has advanced far enough, press button B.

●2. ATTACK

You can attack any adjacent enemy unit. Choose attack direction the same way you choose move direction (see page 9). When you attack, the enemy counterattacks and both sides lose men. The terrain from which your army fights influences your losses.

(1) <Normal>

Attack the enemy with swords, bows and arrows. Every unit can launch a normal attack.

(2) <Rifle>

A rifle attack is naturally more deadly than a sword attack. However, the soldiers must reload their rifles after firing, which takes time. If your soldiers' arms and skill levels are high, they can reload quickly.

(3) <Charge>

Your unit rushes at the enemy unit to kill or be killed. A charge will end in one of three ways.

a.) One of the units will be destroyed, and the samurai commanding the unit will be destroyed.

b.) The attacking unit will be forced back to where it was.

c.) The attacking unit will break through the enemy lines and end up on the other side of its foe.

(4) <Ambush>

Conceal your unit's location on the battlefield. Only an infantry unit in field warfare can attempt an ambush attack. A commanding unit, however, cannot ambush.

If the soldiers' skill and arms levels are low, they may not be able to ambush. A unit waiting in ambush can move without seen; however, there are times when the ambush unit's location will be revealed.

A unit in ambush can only attack by surprise. The soldiers must lie in ambush and wait to attack until the enemy moves next to it. After attacking, the unit will no longer be in ambush, as it will have made its position known.

(5) <Gate>

Storm the castle gate to break into the fortress and attack the defenders inside. Only attacking units in siege warfare can use this command. The strength of the gate barricade depends on the castle's defense level. When the attackers drive the gate defense level down to 0, the gate barricade breaks, and they can enter the

castle.

●2*. AMBUSH ATTACK

Can be used only by infantry units in hiding during field warfare. An ambush attack is simply a normal attack launched by a unit hiding in ambush. You can do great damage to the enemy unit if you catch it off guard. After ambush attack, your unit is no longer in ambush.

●3. WAIT

Remain in the same place and do nothing. Waiting increases a unit's mobility points by 1.

●4. FLEE

Choose a neighboring fief controlled by your daimyo to which to retreat. A defending commander choosing to retreat during field warfare has two choices.

(1) <Fief>

Any unit can try to flee to a safe fief. If either the attacking or defending commander flees to another fief, his whole army will follow him, and they will lose the war.

(2) <Castle>

If the defending commander is in the castle, he can withdraw his army to the castle compounds and begin siege warfare. Keep in mind that if you retreat to the castle and allow the enemy to surround the castle walls, you will probably not be able to escape to another fief later.

●5. VIEW

Obtain information on an enemy unit or one of your own. Use the + button to move the cursor to the appropriate unit, then press the A button. The commanding samurai's name, face, and unit's data will appear.

You can view as often as you like. Spies charge 2 gold for information on an enemy unit, but allow you to view the

same enemy unit again for free. Press B to stop viewing. Viewing does not use up a turn.

●6. SPY

(1) <Bribe>

Send a ninja to entice an enemy samurai with gold to switch to your side. Use the + button to move the cursor to the unit of the samurai you want to bribe, then push the A button. If you succeed, the samurai will join your forces. But if you fail, your scout may be captured and the gold will be wasted.

(2) <Add Men>

Call in the reinforcements whom you have not yet sent to battle. No more than 10 samurai per army can fight on the battlefield at one time.

(3) <Open Gate>

Open a castle gate from the inside. This is used in siege warfare only. A defender may open a gate in order to escape. An attacking infantry unit may climb the castle wall, sneak inside the castle compound, and open a gate to let in the other attacking units.

Defenders can open gates from either side, but attackers can open them only from the inside. Once a gate has been opened, it cannot be closed.

VII. LIVES OF THE WARRIORS...

The daimyos of 16th Century Japan spent their lives crossing and recrossing their land to defend or enlarge their domains, to ward off powerful neighbors, or to gain mastery over weaker rivals. Though these men were merciless on the battlefield, many were also considerate civilian leaders who led their followers to periods of unprecedented prosperity. The following section tells more about these intriguing men who helped unify Japan.

A NOTE ON NAMES: As Japanese words can become extremely long when romanized, we have shortened some of the larger samurai and fief names to make for easier game play. For better historical accuracy, however, the correct names, not our shortened versions, appear in this section of the manual.

■Oda Nobunaga
(1534-1582)
Fief 17: Owari

Oda Nobunaga led Japan from disarray to nearly-unified nationhood. He began his career by becoming daimyo of his family domain in Owari (east-central Japan). Nobunaga became a major contender for power in 1560, when he routed the more senior leader Imagawa Yoshimoto, who tried to cut his way to Kyoto (the capital and center of the Ashikaga Shogunate) through Oda Nobunaga's territory.

By 1568 Nobunaga was ready to seize the capital. Posing as protector of the emperor and champion of Ashikaga Yoshiaki, a rival claimant to the Ashikaga shogunate, he entered Kyoto

and installed Yoshiaki in a puppet regime.

But many obstacles stood between Nobunaga and national conquest. In the capital area he was opposed by the great Buddhist monasteries who had powerful allies to the south and west. However, having formed an alliance with Tokugawa Ieyasu, daimyo of Mikawa, Nobunaga was reasonably assured that his rear would be protected from his eastern rivals, the Takeda, Uesugi and Hojo clans.

Concluding that his first problem was the elimination of Buddhist power around Kyoto, Nobunaga fearlessly struck at the monks' strongholds. In 1571 he performed the most terrifying act of his career. Closing his mind to all religious scruples, he put the torch to Mt. Hiei, the center of the powerful Tendai Buddhists, destroying 500 buildings and slaying thousands of monks. He spent the next two years eliminating all remaining opponents from the capital area. In 1573, having driven Shogun Yoshiaki out of Kyoto, Nobunaga toppled the Ashikaga shogunate and became the undeclared leader of central Japan.

During the next few years, Nobunaga developed the resources of his new territory and built his great castle of Azuchi as a symbol of his fearsome power.

By 1577 Nobunaga was ready to move against more distant rivals. Since his rear was still fairly secure, he proceeded westward from the capital intending to eliminate the Mori, leaders of some twelve provinces at the end of the island of Honshu. Having seized five Mori provinces with comparative ease, Nobunaga was preparing to mount his next campaign when he was slain by a

traitor among his forces. Thus, Nobunaga died at the age of 49, just short of securing his goal of national conquest.

■Uesugi Kenshin
(1530-1578)
Fief 1: Echigo
Fief 2: Kozuke

Uesugi Kenshin, known as "The Dragon of Echigo," seized his elder brother's rightful position when he became leader of Echigo at age 18. After that, he struggled bitterly against rival daimyos Takeda Shingen and Hojo Ujiyasu to gain domination of the Kanto plain (area around present-day Tokyo).
Late in life after adding the province of Noto to his empire, Kenshin revived his hopes of national conquest, but before he could act further he died of apoplexy at age 49.

■Takeda Shingen
(1521-1573)
Fief 5: Shinano Fief 6: Kai

As his nickname "The Tiger of Kai" suggests, Takeda Shingen was a ruthless predator who banished his father in order to seize control of Kai. He outmaneuvered Uesugi Kenshin for possession of Shinano, and then proceeded to extend his territory westward, crushing one of his most formidable enemies, Tokugawa Ieyasu, before he died of illness on the battlefield.
Shingen's son Katsuyori tried to continue his father's conquests, but was suppressed by the allied armies of Ieyasu and Nobunaga, and saw his family's power decline.

■Hojo Ujiyasu
(1515-1571)
Fief 3: Musashi
Fief 7: Sagami Fief 8: Izu

Hojo Ujiyasu unwillingly shared control of the Kanto plain (area around present-day Tokyo) with Takeda Shingen and Uesugi Kenshin. Having allied with Oda Nobunaga in order to avoid being conquered by him, Ujiyasu was forsaken by Nobunaga's successor, Toyotomi Hideyoshi. Hideyoshi surrounded the Hojo family's castle in Sagami with an overwhelming force and when the Hojos surrendered, their leaders were forced to commit seppuku (disembowelment by sword).

■Satomi Yoshitaka
(1512-1574)
Fief 4: Awakazu

Satomi Yoshitaka had to slay his cousin who had killed his father in order to claim his rightful inheritance, the province of Awakazu. Though his attempts to expand westward were blocked by the Hojo clan, Yoshitaka managed to solidify his hold over Awakazu.
Late in life Yoshitaka entered the priesthood and passed on the rule of the land to his son Yoshihiro.

■Imagawa Yoshimoto
(1519-1560)
Fief 9: Suruga
Fief 10: Totomi

Yoshimoto escaped the monastery where since childhood he had been imprisoned in order to take over his family's territory. Since the Imagawa clan was of noble blood, being related to the

Ashikaga shogunal family, Yoshimoto felt entitled to the shogunal capital, Kyoto. While marching toward the capital through the province of Owari in 1560, he was ambushed by the young upstart Oda Nobunaga and died a shameful death.

■Saito Yoshitatsu
(1527-1561)
Fief 16: Mino

Yoshitatsu was the eldest son of Saito Dosan, a commoner who managed to raise himself from a lamp oil peddler to Assistant Governor of Mino. Dosan neglected Yoshitatsu, and gave his inheritance to his younger brother. In 1556, Yoshitatsu avenged the slight by killing his father and seizing the reins of the government. Since Dosan was Oda Nobunaga's father-in-law, Nobunaga rushed into Mino on the pretext of retaliation. However, Yoshitatsu held off his attack.

■Jinbo Nagamoto
(? - ?)
Fief 12: Etchuu

Nagamoto built Toyama Castle, and then was forced to defend it against the greedy Shiina clan. But the Shiinas had powerful allies. In 1560 Uesugi Kenshin invaded Etchuu on their behalf and forced Nagamoto to abandon his castle and flee. Later, when the Shiina broke ties with Uesugi Kenshin, Nagamoto took this opportunity to get his revenge by entering Kenshin's camp and provoking a riot.

■Anegakoji Yoshiyori
(? - ?)
Fief 13: Hida

Yoshiyori was in the uneasy position of being pinched between two hungry conquerors, Takeda Shingen and Uesugi Kenshin. In 1564, after enduring a fierce attack, Yoshiyori finally agreed to serve Takeda. Under Yoshiyori's successor, Yoritsuna, the Anegakoji clan recaptured most of Hida, only to lose it again to the forces of Toyotomi Hideyoshi.

■Hatakeyama Yoshitsuna
(? - 1577)
Fief 11:Noto

When Yoshitsuna succeeded his father as daimyo of Noto, he was violently opposed by rival leaders within the province, and thus had little political power. In 1566 one of the rivals led a successful rebellion and exiled Yoshitsuna and his father. Without success. Yoshitsuna tried to recapture his tenuous hold on Noto, but in the confusion that ensued, Noto was taken over by Uesugi Kenshin.

■Honganji Kosa
(1543-1592)
Fief 14: Kaga

Honganji Kosa was not a daimyo but leader of the Ikko Buddhists, a sect centered at Honganji monastery. Kaga had been governed by the Honganji priests since nearly a century before, when members of the sect, protesting the consolidating attempts of the daimyo, expelled the daimyo's representatives

from the area.
When Oda Nobunaga, who disliked the Buddhist establishment, came to prominence, Honganji filled Honganji temple with his followers and resisted Nobunaga for ten years. In the end, however, Nobunaga beat Kosa, and forced his retreat.

■Tokugawa Ieyasu
(1542-1616)
Fief 18: Mikawa

Ieyasu's father, daimyo of an area including about half of Mikawa, had submitted to the overlordship of the nearby Imagawa clan. But when Imagawa Yoshimoto was defeated by Oda Nobunaga in 1560, Ieyasu, who by then had become head of his house, allied himself with the victor. By 1568 the family had taken over the entire province of Mikawa. During the years of Nobunaga's conquest of central Japan, Ieyasu attempted to fight off the attacks of the Takeda and Hojo clans and absorb as much as possible of the former Imagawa territories. By the time of Nobunaga's death, Ieyasu had assumed all of Imagawa's territories, and was on the verge of winning those of the Takeda clan.
Ieyasu faithfully served Nobunaga's successor Toyotomi Hideyoshi despite his growing personal ambitions. After Hideyoshi's death in 1598, Ieyasu seized his chance at national power and founded the Tokugawa Shogunate, which lasted for the next 250 years.

■Kitabatake Tomonori
(1528-1576)
Fief 21: Ise

The Kitabatake clan had ruled Ise for generations. But when Tomonori began to extend his influence outside of Ise, he was quickly attacked by Oda Nobunaga. Tomonori barricaded himself within his family castle and refused to surrender. In the end, he and Nobunaga reconciled by arranging that Tomonori would take Nobunaga's son Nobukatsu as his adopted child. Later, Nobukatsu assassinated his adoptive father. (Kitabatake is shortened to Kitatake in the game.)

■Rokkaku Yoshikata
(1521 - 1598)
Fief 20: Iga

In 1558 Yoshikata fought and defeated Miyoshi Nagayoshi in order to protect the rule of Shogun Ashikaga Yoshiteru in Kyoto, the capital. The following year, the Shogun's palace was attacked by a Miyoshi follower, and the Shogun committed seppuku. A priest, Gakkei, then took the name Ashikaga Yoshiaki and laid claim to the Shogunate. Oda Nobunaga used his army to establish pretender Yoshiaki as the new Shogun, but Nobunaga himself assumed the real power. Yoshikata was forced to submit to Nobunaga's rule.

■Asai Nagamasa
(1545 - 1573)
Fief 19: Omi

After establishing dominance over northern Omi at the age of 15, Nagamasa extended his influence to southern Omi by marrying Oda Nobunaga's sister, Princess Oichi, and forming an alliance with Nobunaga. But when Nobunaga attacked Nagamasa's

friend Asakura, Nagamasa broke the alliance and helped Asakura defeat Nobunaga. Outraged, Nobunaga with Tokugawa Ieyasu attacked both Nagamasa and Asakura in the Battle of Anegawa. When Nagamasa retreated to Odani castle, Nobunaga's army laid siege. Faced with defeat, Nagamasa committed seppuku at age 29.

■Asakura Yoshikage
(1533 - 1573)
Fief 15: Echizen

By decree of his father, Asakura Yoshikage became ruler of Echizen at age 16. When Asakura refused to help install Ashikaga Yoshiaki as Shogun, Yoshiaki turned to Oda Nobunaga. Later, when Nobunaga's territorial greed was discovered, Asakura allied with Yoshiaki against Nobunaga. Enraged, Nobunaga and Tokugawa Ieyasu destroyed Asakura and ally Asai Nagamasa in the Battle of Anegawa. After this battle and Asakura's death by seppuku, the Asakura clan came to an end.

■Miyoshi Nagayoshi
(1523-1564)
Fief 23: Yamato
Fief 25: Settsu
Fief 35: Sanuki
Fief 36: Awa

When his father was destroyed in a fraternal struggle for power, 10 year-old Nagayoshi inherited the estate. Nagayoshi served under Lord Hosokawa Harumoto until 1549, when he broke from Harumoto and became a supporter of Shogun Ashikaga Yoshiteru. However, he soon attacked and defeated

Tottori Castle, Toyokuni fled. Even after Toyokuni's defection, his remaining troops put up the fiercest fight of the entire warring states period. Later, in the Battle of Sekigahara, Toyokuni sided with Tokugawa Ieyasu and was allowed to remain a Tokugawa ally.

■Akamatsu Yoshisuke
(? - 1576)
Fief 29: Harima

The Akamatsu house was at its height during the 14th century, around the time the Ashikaga Shogunate was formed. However, by Yoshisuke's generation, their military power had declined to the point where Yoshisuke was forced to submit to the overlordship of Nobunaga. The Akamatsu family's remaining power disintegrated in 1569 after their defeat by Uragami Munekage. Yoshisuke's last heir, Norihide, was killed in the Battle of Sekigahara.

■Ukita Naoie
(1529 - 1560)
Fief 31: Sanbi

A powerful lord who controlled the entire Sanbi region bordering on the inland sea, Naoie was known for changing sides as he saw fit. When Nobunaga began to take over the southwestern region of Japan, Naoie first joined forces with daimyo Mori Motonari but then changed to Nobunaga's side. Naoie died of illness at age 53, but Hideyoshi (Nobunaga's successor) allowed his son Hideie to continue as daimyo of his domain.

■Amago Haruhisa
(1514 - 1560)
Fief 30: Izumo

During his grandfather's time, the powerful Amago clan controlled a vast area of Kyushu island. But by the time Haruhisa became daimyo at age 23, the clan was in decline due to internal struggles and the loss of the support of the Mori clan. Soon Haruhisa lost control of his domain in Kyushu, and the once powerful Amago clan never resurfaced.

■Mori Motonari
(1497 - 1571)
Fief 32: Iwami
Fief 33: Aki Fief 34: Suo

Motonari destroyed his two brothers to become the head of the Mori clan. When he first came to power, Motonari had to answer to the Amago clan, but he later broke with them and sided with their enemy. Motonari sought to unify the entire southwestern area under his rule. He gathered intelligence on his enemies and then supplied his enemy's spies with misinformation. By fooling his enemies, Motonari was able to confuse and destroy opposing armies.

After his death, his heir Terumoto fought against the advancing armies of Nobunaga. When Nobunaga's general Hashiba Hideyoshi gained control of the domain, Terumoto became his vassal and was given the same rank as a senior minister in the Toyotomi government.

■Kono Michinobu
(? - 1581)
Fief 37: Iyo

Fighting age old arch enemy Chosokabe Motochika to the east, Otomo Yoshinori to the west, and quelling uprisings staged by his own samurai, Michinobu used up his energy and resources. When his son Michinao succeeded him as daimyo, he was forced to defend his domain on Shikoku from the invasion of Toyotomi Hideyoshi's forces. The Kono troops were crushed and Michinobu was forced to surrender. The Kono clan's provinces were given to a Toyotomi general.

■Chosokabe Motochika
(1539 - 1599)
Fief 38: Tosa

Although more mild looking than his father who had been known as the "Wild Tiger," Motochika proved to be an able military leader. By 1585 he had gained control of the entire island of Shikoku. However, he was soon attacked and defeated by Toyotomi Hideyoshi. Hideyoshi allowed Motochika to keep the Tosa province, where he remained until his death in 1599.

VIII. TIME LINE: ODA NOBUNAGA AND THE UNIFICATION OF JAPAN...

1534	Nobunaga is born in Nagoya Castle, Owari.
1537	Toyotomi Hideyoshi is born.
1542	Tokugawa Ieyasu is born.
1547	Nobunaga fights in his first battle.
1548	Nobunaga marries Mino daimyo's daughter for alliance.
1551	Nobunaga becomes daimyo upon his father's death.
1556	Mino's daimyo, Saito Dosan, dies.
1557	Nobunaga destroys his brother Nobuyuki.
1559	Nobunaga defeats other brother and unifies Owari. He proceeds to Kyoto to see Shogun Ashikaga Yoshiteru.
1560	Nobunaga launches a surprise attack on and defeats Imagawa Yoshimoto's 25,000 man army. He then turns to conquer Mino.
1562	Nobunaga forms an alliance with Tokugawa Ieyasu.
1564	Nobunaga weds his sister to Asai Nagamasa of Omi.
1565	Nobunaga forms a marriage alliance with Takeda Shingen.
1567	Nobunaga conquers Mino.
1568	Nobunaga escorts Shogun Ashikaga Yoshiaki to Kyoto and gains control of the capital.
1570	Nobunaga and Tokugawa defeat Asai and Asakura.
1571	Nobunaga puts down an uprising of the Ikko sect, and sets fire to Buddhist temples on Mt. Hiei in Kyoto.
1572	Takeda Shingen defeats Tokugawa Ieyasu.
1573	Shogun Ashikaga Yoshiaki rises against Nobunaga.

Nobunaga banishes Yoshiaki and the Shogunate falls.
Takeda Shingen dies of illness.
Nobunaga Crushes Asakura and Asai.

1574 Nobunaga's forces the massacre of 20,000 Buddhist monks and their followers.

1575 Nobunaga and Tokugawa forces use rifles to crush the forces of Takeda Katsuyori.

1576 Nobunaga launches a 5 year war with Honganji temple of Ishiyama.

1577 Nobunaga conquers Matsunaga Hisahide.

1578 Uesugi Kenshin dies of apoplexy.

1580 Ishiyama Honganji temple surrenders to Nobunaga in the Battle of Ishiyama. Nobunaga sets fire to the temple.

1582 The Takeda clan is destroyed by Nobunaga's forces. Takeda Katsuyori commits hara-kiri.
Nobunaga sends a force led by Toyotomi Hideyoshi to southwestern Japan, but is attacked at Honnoji temple by his own field commander, Akechi Mitsuhide, and destroyed. Toyotomi Hideyoshi returns from southwestern Japan and destroys Mitsuhide.

1583 Hideyoshi gains control over Nobunaga's domain.

1585 Hideyoshi conquers Etchuu then defeats Chosokabe on Shikoku island.

1587 Hideyoshi conquers Kyushu.

1590 Hideyoshi defeats Hojo Ujimasa of Odawara, gaining control of the entire Kanto district.
The country of Japan is unified.

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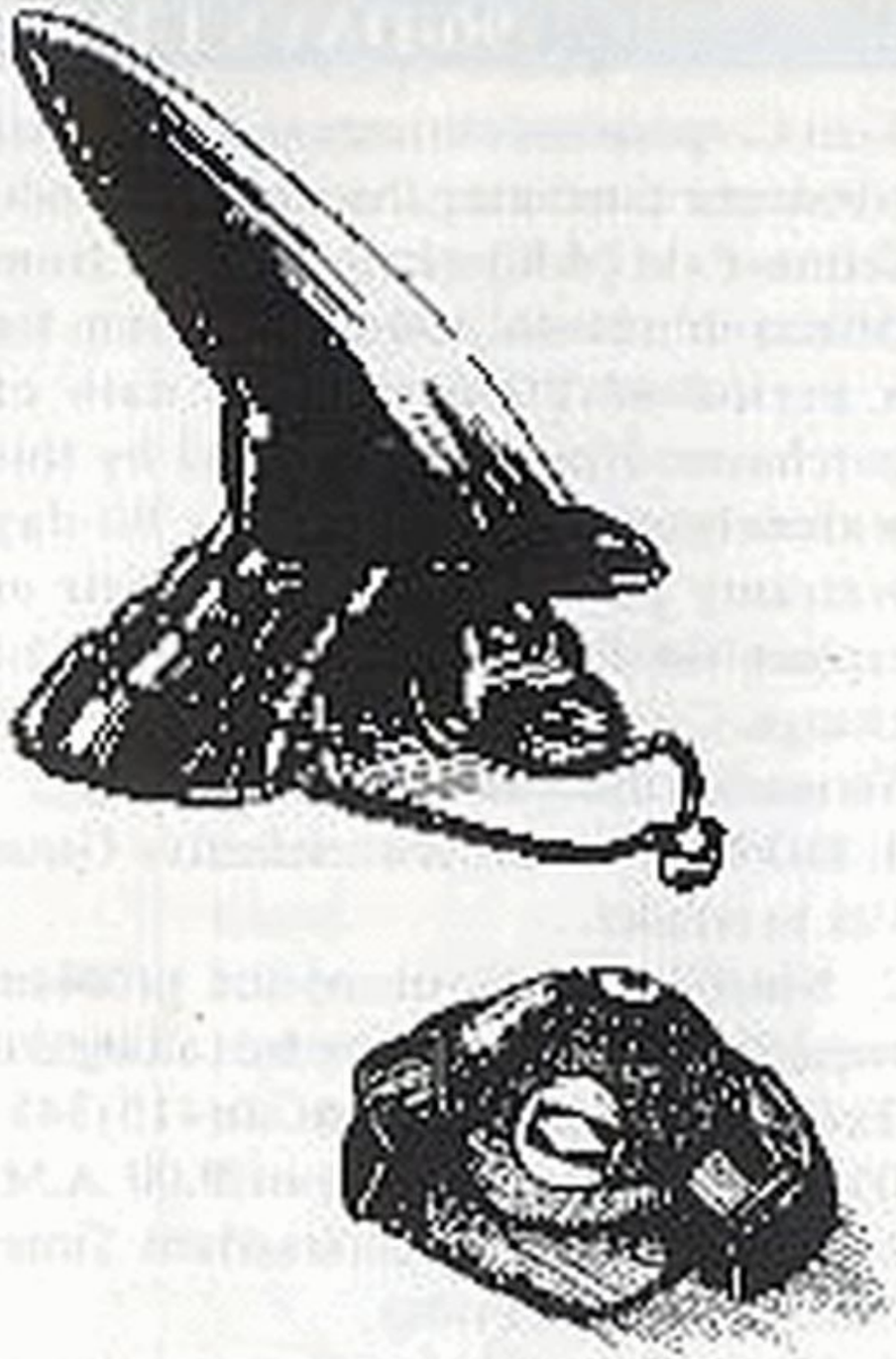

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-Reorient the receiving antenna

-Reorient the NES with respect to the receiver

-Move the NES away from the receiver

-Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by Federal Communications Commission helpful:How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

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Romance of The Three Kingdoms™

Based on the Chinese epic of the same name,Romance of The Three Kingdoms lets you fight other warlords for control of the country.With over half-a-million copies sold,it is the greatest simulation game ever released in Japan.

☆**Features:** 255 characters,each with distinct personality;military,economic and diplomatic simulation;five different scenarios;ten levels of difficulty per scenario;for one to eight players; demo mode;complete instruction manual and historical notes;poster included.

☆**1989 Strategy Game of the Year**
(IBM-PC Version)
Computer Gaming World Magazine

☆**1989 Most Innovative Video Game**
Computer Entertainer Magazine

Genghis Khan™

As Richard the Lion-Hearted,the Shogun, or even the Great Khan himself,carve a path of conquest through Asia and Europe. With everything from fighting duels to raiding towns,Genghis Khan takes the simulation game to new levels of sophistication.

☆**Features:** For one to four players; battery backed memory;two separate scenarios;five levels of difficulty;demo mode;complete instruction manual and historical notes;poster included.
☆**1989 PC Excellence Award**
(IBM-PC Version)
Game Player's Magazine

YOU MAKE THE HISTORY.

BANDIT KINGS OF ANCIENT CHINA

Join History's Greatest Band of Robbers---the Bandit Kings of the Song Empire!

The evil Gao Qiu has seized all imperial authority! As a Bandit King, help defeat Gao Qiu and restore the glory of days past. Make allies, conquer territories and enjoy festivals. But stay alert... in the end who will be victorious ? You or Gao Qiu ?

☆**Features:** 4 separate scenarios, for 1-7 players ; super-realistic economic, military and diplomatic simulation; a cast of over 250 characters; battery-back up saving capability; enhanced microchip provides incredibly detailed graphics; full color map / poster and manual included.

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KOEI CORPORATION
One Bay Plaza, Suite 540, 1350 Bayshore Hwy., Burlingame, CA 94010

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